

## Smith's is giving back to the community!

### Dear Parents:

Earn money for your child's school every time you use your **rewards** card at Smith's! With your support, Smith's Earn & Learn program has already contributed \$16.8 million to schools. This year, Smith's will be making another substantial donation to local participating schools.

### Sign-Up is Easy!

To enroll, simply present this letter and your **rewards** card to your cashier during your next visit to Smith's. Your cashier will scan the barcode on this letter to link your child's school to your card. Then, use your **rewards** card every time you shop to help earn money for your school! You must re-enroll each year.

### How Your Earnings Add Up

Your school's share of Smith's donation will be based on the percentage of purchases made by Earn & Learn participants linked to your school compared with purchases made by all Earn & Learn participants. The more purchases made by participants linked to your school, the more your school will earn. The purchases you make towards Earn & Learn will in no way affect any other points you may be earning i.e. fuel, or other programs.

For example, if Earn & Learn participants linked to your school purchase 1% of all Earn & Learn purchases, Smith's will donate 1% of the total donation amount to your school.

### How Are Funds Distributed?

At the end of the accumulation period, a check will be mailed to your school.

Note: Schools must register with Smith's Earn & Learn to receive a donation. Eligible schools must be a qualified 501(c)(3) nonprofit, state-accredited, K-12 school located within Smith's operating areas in Montana, Wyoming, Idaho, Utah, New Mexico, and Elko / Wendover (Nevada).

To sign up or learn more about Smith's Earn & Learn, visit our website at [www.SmithsFoodAndDrug.com](http://www.SmithsFoodAndDrug.com).

#### Butterfield Canyon Elementary

Herriman, UT



1 00000 82161 9  
Enrollment Barcode

Cashier: To enroll **rewards** card in Smith's Earn & Learn program for this school, scan customer's **rewards** card, then scan this barcode.